NOTE: Always turn the console power switch off when inserting or removing an ATARI Game Program™ cartridge.

MISSION OBJECTIVE

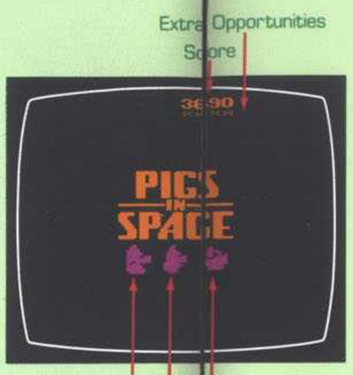
PIGS IN SPACE is a tri-pigathon composed of three thrilling outer space games: *Chickenvaders, Pastaroids, and Escape From Planet of the Gonzoids.* Your mission is to complete as many rounds as you can of each game while scoring the highest points possible.

You have five opportunities to finish your mission. Extra opportunities are displayed as X's at the top of the screen under your score. (See Game Choice Screen.) Each time you lose a round, one opportunity indicator disappears from the display. In two-player games, the other player then plays.

When you complete a single round of any game, you return to the Game Choice Screen. You can then select a new game or a game you have already played. Each time you select a game in which you have already completed a round, you are given a more difficult round to play.

At the end of a game, the score of the last person who played is displayed at the top of the screen. The other player's score appears at the bottom.

Game Choice Screen



SWINETREK CONTROLS

As commander of the starship Swinetrek, you must make many critical decisions such as which games to play and in what order, whether to choose a one- or two-player game, whether to play the Expert or Novice mode, when to start game play and when to end it. This mission manual will give you guidelines for making such decisions. Your first and most important lesson is learning how to operate the controls.

GAME SELECT

When you turn the game on, the title screen appears. To choose between a one- or two-player game, press the GAME SELECT switch. A single zero or score at the top right indicates a one-player game, while a zero or score at the top and bottom designates a two-player game. You can choose a one- or two-player game only while the title screen is displayed.

NOTE: To return to the title screen, you must either end the current game or turn the power switch off and then on again.

GAME RESET

Press GAME RESET to move from the title screen to the Game Choice Screen. Pressing GAME RESET during play returns you to the Game Choice Screen and resets the score to zero.

DIFFICULTY SWITCHES

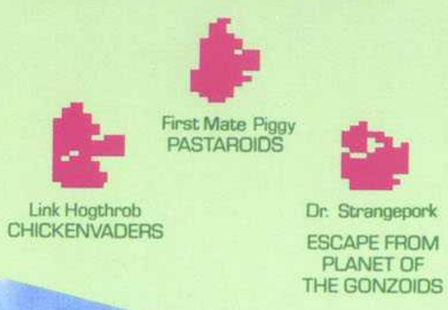
The RIGHT and LEFT DIFFICULTY switches control bonus opportunities for each player. With the switch set in the A-EXPERT position, you cannot win bonus opportunities. Set in the B-NOVICE position, you win a bonus opportunity every 10,000 points. The player operating the right Joystick uses the RIGHT DIFFICULTY switch, and the player operating the left Joystick uses the LEFT DIFFICULTY switch.

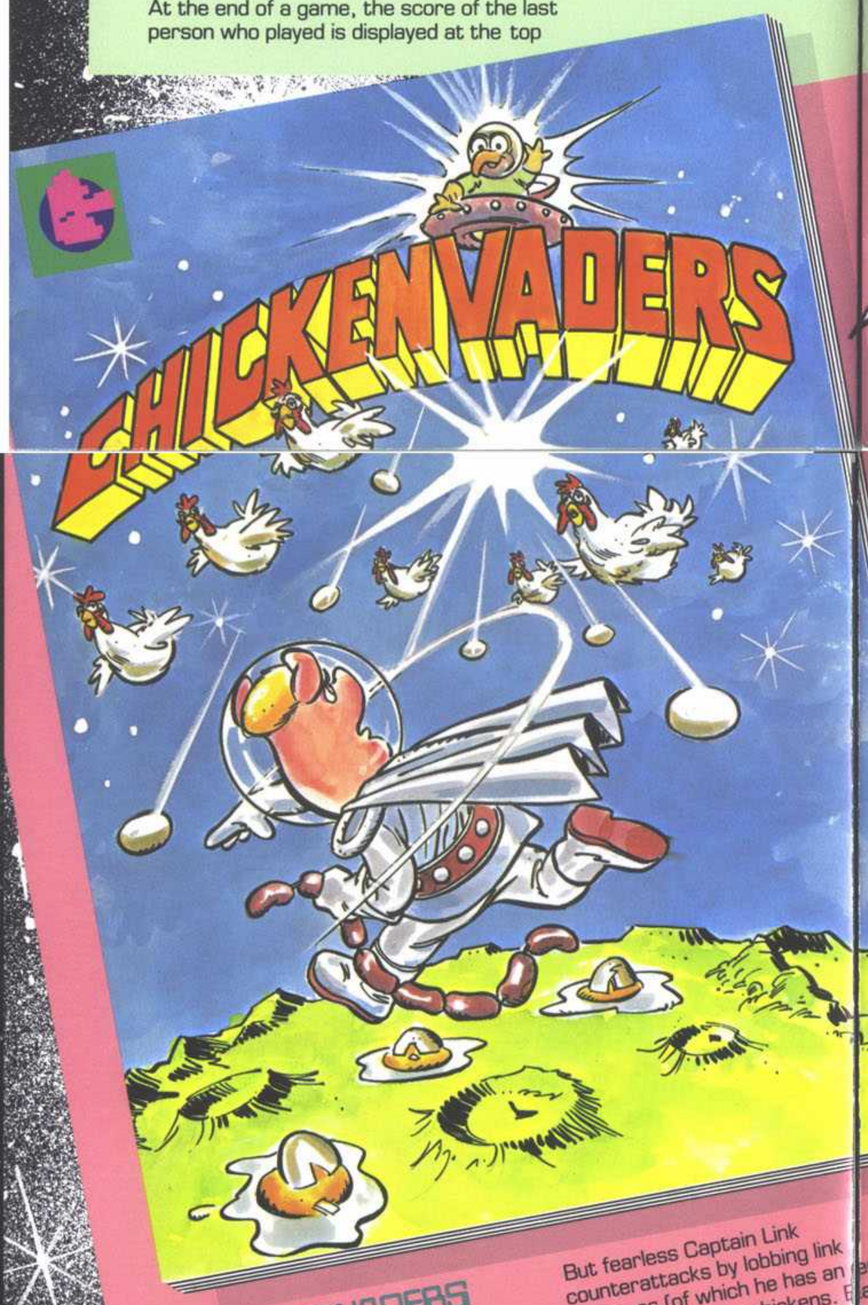
JOYSTICK CONTROLLERS

Plug one Joystick Controller into the LEFT CONTROLLER jack at the back of your 2600™ Video Computer System™ console.

Hold the controller with the fire button to your upper left. For two-player games, plug a second controller into the RIGHT CONTROLLER jack.

To select a game, move the Joystick right or left over the three Muppet faces displayed on the Game Choice screen. Each face represents a different game. When the astro-swine face of your game choice flashes, press the fire button to start gameplay.





CHICKENVADERS
The Ultimate in Fowl Play

Chickenvaders challenge: Complete a round by eliminating all the chickens before they drop egg on Link's nice clean uniform or pound him into the planet surface.

While on a routine exploration of Planet Cluck, Captain Link Hogthrob is suddenly attacked by a squawking squadron of space chickens! Their devastating and incredibly messy weapon: eggs!

But fearless Captain Link counterattacks by lobbing link sausages (of which he has an endless supply) at the chickens. Each hit scores points and sends the hens flying into the bird dimension!

Link must quickly divert all the chickens before their relentless downward march forces him into the muck of Planet Cluck. At the same time, he must dodge their gooky eggs. For if an egg hits Link he will be transformed into a chicken (a fate worse than bacon!). Either of these tragedies ends the round.

Link surmises—correctly for once—that the chickens are at the beak and call of Gonzo, villainous master of fowl play. Gonzo commands the chickenvasion from his swirling saucer at the top of the screen. A direct sausage strike on Gonzo's saucer sends him careening wildly into deep space and earns bonus points.

Joystick Controls

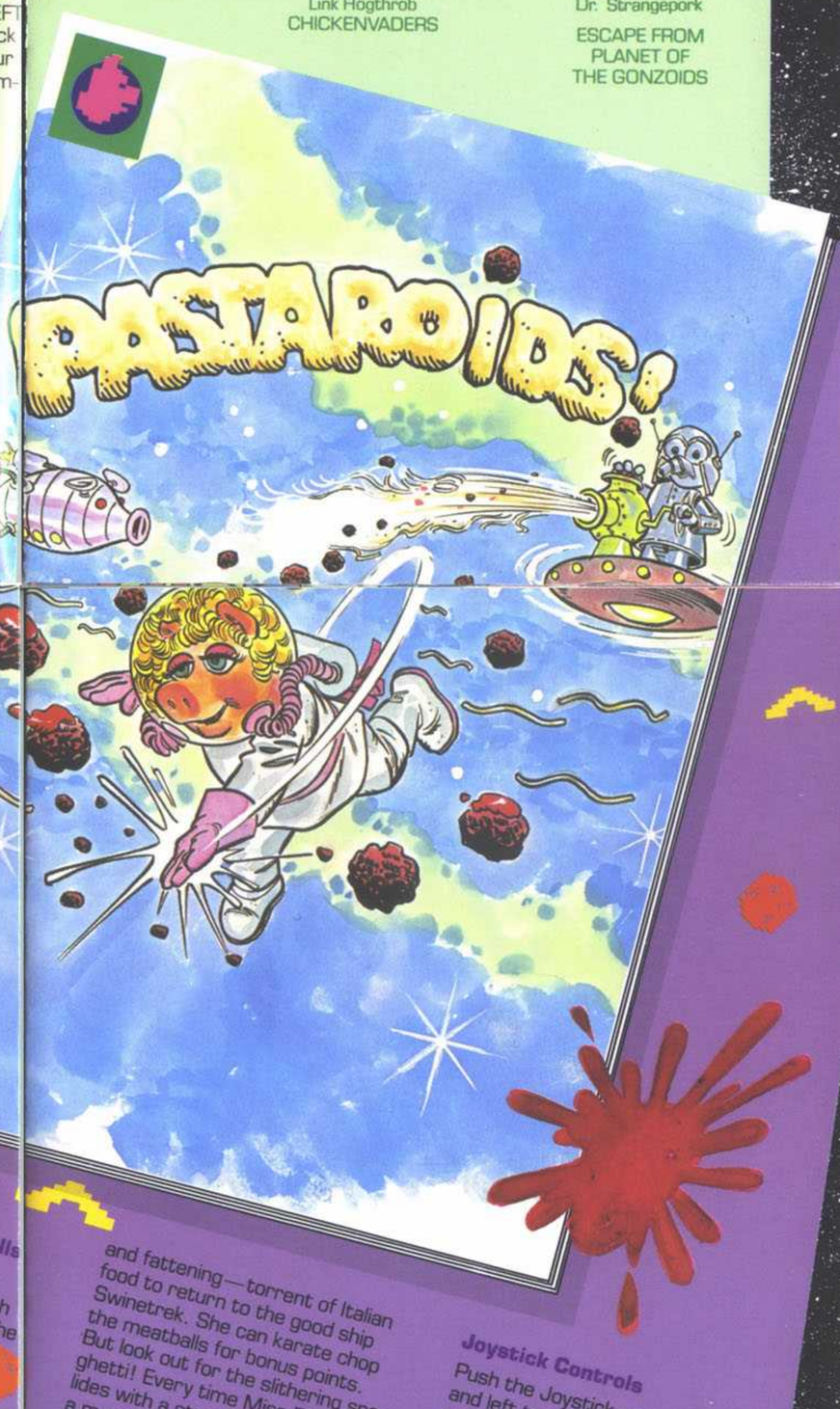
Push the Joystick right and left to move Link in the same direction. Press the fire button to launch sausages. Only one sausage can appear on the screen at a time.

SCORING

Row 1	10 points each
Row 2	20 points each
Row 3	50 points each
Row 4	70 points each
Row 5	100 points each

Note: When you eliminate an entire lower row of chickens, the point values for each upper row drops to that of the next row down.

Gonzo's saucer	300 points
Eliminate all chickens	1000 points



PASTAROIDS
Or, How to Turn Meatballs into Handburger

Goal: Get Miss Piggy through the mass of pastaroids to the Swinetrek before it orbits out of reach!

Yikes! That pighead Link has accidentally ejected Miss Piggy into the midst of a raging pastaroid storm. Now the intrepid first mate must fight her way through a deadly—and fattening—torrent of Italian food to return to the good ship Swinetrek. She can karate chop the meatballs for bonus points. But look out for the slithering spaghetti! Every time Miss Piggy collides with a strand of spaghetti or a meatball, she is sent reeling.

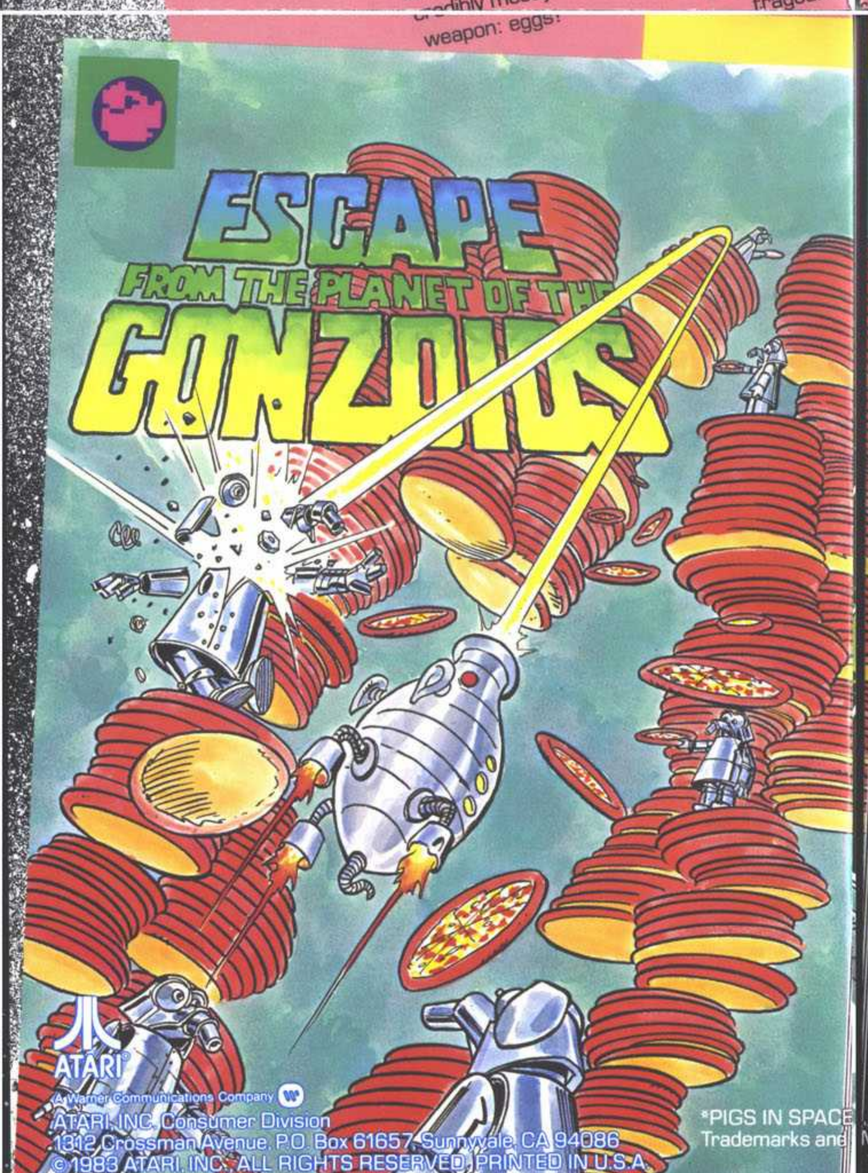
If the Swinetrek leaves the screen before Miss Piggy gets to it, one game opportunity is lost and the ship circles back around for another try. Once she reaches the Swinetrek, Miss Piggy must simply touch it to beam aboard.

Joystick Controls

Push the Joystick up, down, right, and left to move Miss Piggy in the same direction. Tap the Joystick once to move up a single row. Press the fire button while in the path of an oncoming meatball to karate-chop it.

Scoring

Karate-chop meatball	100 points
Beam aboard	1000 points


ESCAPE FROM THE PLANET OF THE GONZOIDS
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ESCAPE FROM PLANET OF THE GONZOIDS
Or, Teeming Showers of Pizza

Pigs alive! The Swinetrek is trapped in an abandoned pizza mine guarded by gonzoids—weird metallic robots created by the crazed Gonzo in his own image. The gonzoids stand on ledges and toss pizzas across the mine tunnels. These pizzas can disable the Swinetrek on contact by gumming up its hyperspace drive with ancient marinara.

Your task: Navigate the Swinetrek through the mine without hitting the walls or colliding with a pizza. When you escape to the surface, you end the round.

Here's the good news: To help you get through the mine, Dr. Strangepork has invented a quasi-wonderful weapon, the Boomeray™*. The Boomeray is an arcing microwave ray especially designed to disintegrate the hard-to-reach gonzoids. Like a boomerang, it shoots upward then curves back down. When correctly aimed, it will blast a gonzoid to gonzoreens. But now for the bad news: Strangepork's Boomeray is only quasi-wonderful because when incorrectly aimed, it can boomerang back on the Swinetrek!

NOTE: Pressing the fire button to start gameplay automatically fires your Boomeray. Be aware of this feature so that you don't shoot yourself before you shoot gonzoids.

Joystick Controls

Push your Joystick up, down, right and left to maneuver the Swinetrek. Move the ship right or left and press the fire button to shoot boomerays in the same direction.

Scoring

Boomeray gonzoids	100 points
Every swine mile forward	1 point
Exit canyon	1000 points

PIGS IN SPACE
CAPTAIN LINK! CAPTAIN LINK! WE ARE BEING SHELLED!
OH NO! FIRST MATE PIGGY, THERE'S EGG ON MY UNIFORM!
IN THAT CASE, CAPTAIN, THE YOLK'S ON YOU!

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PIGS IN SPACE*

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